

AMENDMENTS TO THE CLAIMS

The amendments to the claims are reflected in the LISTING OF CLAIMS, given below, which replaces, without prejudice, all prior listings of claims.

LISTING OF CLAIMS

1. (Currently Amended) A game ticket, comprising
 - a substrate;
 - a game play area located on the substrate;
 - a customer key area located on the substrate;
 - a removable opaque covering applied to the substrate;
 - ~~a first indicia configured to visually indicate to a player whether the game ticket is a winning ticket,~~ the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering; and
 - a second indicia configured to visually indicate to the player whether the game ticket is a winning ticket, the second indicia including
 - a first player key located on the substrate and concealed by the removable opaque covering; and
 - a second player key located on the substrate within the customer key area,

wherein when the opaque cover is removed by the player, whether the game ticket is a winning ticket is determinable by the player ~~prior to the ticket being tendered for redemption~~ using information from the first and second player keys in combination prior to the ticket being tendered for redemption, but not determinable using only information from only one of the first and second player keys.
2. (Cancelled).
3. (Original) The game ticket of claim 1, wherein the first player key is located within the game play area.
4. (Original) The game ticket of claim 1, wherein the second player key is concealed by the removable opaque covering.

5. (Previously Presented) The game ticket of claim 1, wherein whether the game ticket is a winning ticket is determinable by the player based upon a comparison by the player of the first and second player keys.
6. (Original) The game ticket of claim 1, wherein
the game ticket is an instant-win lottery game ticket.
7. (Original) The game ticket of claim 1, wherein
the removable opaque covering is a scratch-off layer.
8. (Original) The game ticket of claim 1, wherein
the customer key area and the game play area are located separate and apart from one another on the substrate.
9. (Original) The game ticket of claim 1, wherein
the customer key area is located at least partially within the game play area.
10. (Original) The game ticket of claim 1, wherein
the customer key area is located entirely within the game play area.
11. (Original) The game ticket of claim 1, wherein
at least one of the first and second player keys is a non-numeric and non-alphabetic symbol.
12. (Original) The game ticket of claim 1, wherein
at least one of the first and second player keys is an alpha-numeric character.
13. (Original) The game ticket of claim 1, further comprising:
a third area located on the substrate including a code to at least one of authenticate and validate the game ticket, the code being concealed by the removable opaque covering.
14. (Currently Amended) A book comprising:

a plurality of game tickets, each having:

a substrate;

a game play area located on the substrate;

a customer key area located on the substrate;

a removable opaque covering applied to the substrate;

~~a first indicia configured to visually indicate to a player whether the game ticket is a winning ticket,~~ the first indicia being located on the substrate within the game play area and concealed by the removable opaque covering, the first indicia configured to visually indicate to a player whether the game ticket is a winning ticket when the removable opaque covering is removed by the player; and

a second indicia configured to visually indicate to a player whether the game ticket is a winning ticket, the second indicia including:

a first player key located on the substrate and concealed by the removable opaque covering; and

a second player key located on the substrate within the customer key area,

wherein whether the game ticket is a winning ticket is determinable by the player removing the opaque covering from the first player key, the player using information from the first and second player keys in combination but not separately, and

wherein a position of the first player key within the game play area cannot be determined by visual inspection of the ticket prior to removal of the removable opaque covering.

15. (Previously Presented) The book of claim 14, wherein
the position of the first player key within the game play area floats from game ticket to game ticket in the book.
16. (Currently Amended) A method of playing a game of chance, comprising:
receiving, by a player, a game ticket having a first indicia, ~~configured to visually indicate to the player whether the game ticket is a winning ticket, the game ticket also having~~ a first player key and a second player key, the first indicia and the

first player key concealed by a removable opaque covering, the first indicia configured to visually indicate to the player whether the game ticket is a winning ticket when the removable opaque covering is removed by the player, the first and second player keys configured, in combination with each other, ~~configured~~ to visually indicate to the player whether the game ticket is a winning ticket without providing sufficient information separately to indicate whether the game ticket is a winning ticket;

removing by the player the opaque covering from a game play area to reveal the first indicia;

removing by the player the opaque covering to reveal the first player key; and after revealing the first player key and prior to the ticket being tendered for redemption by the player, using information from the first player key and a second player key in combination by the player to visually determine if the game ticket is a winning ticket.

17. (Previously Presented) The method of claim 16, further comprising:

removing an opaque covering from a customer key area separate and apart from the game play area to reveal the second player key; and

comparing the first player key with the second player key to visually determine if the game ticket is a winning ticket.

18. (Original) The method of claim 16, wherein

the game ticket is an instant-win lottery game ticket.

19. (Original) The method of claim 16, further comprising:

receiving a prize if the first player key matches the second player key.

20. (Original) The method of claim 16, further comprising:

tendering the game ticket for redemption of a prize.

21. (Original) The method of claim 16, further comprising:

removing an opaque covering from a third area of the game ticket to void the ticket.

22. (Currently Amended) A method for facilitating the play of a game, comprising:
providing a first player key in a first area of a game ticket;
providing a second player key in a second area of the game ticket;
providing game play information in a game play area on the game ticket;[[,]]
concealing the first player key and the game play information with a
removable opaque covering,
wherein whether the game ticket is a winning ticket is determinable by a player after
removal of the removable opaque covering upon visual examination by the player of the first
and second player keys in combination, but not separately, and is also determinable by a the
player after removal of the removable opaque covering upon visual examination of the game
play information;
~~concealing the first player key and the game play information with a removable~~
~~opaque coating;~~ and
offering the game ticket for sale.
23. (Original) The method of claim 22, wherein the first area is located in within the game
play area.
24. (Original) The method of claim 22, further comprising:
concealing the second player key with the removable opaque coating.
25. (Original) The method of claim 22, wherein
the game ticket is an instant-win lottery ticket.
26. (Original) The method of claim 22, wherein
the removable opaque covering is a scratch-off coating.
27. (Original) The method of claim 22, wherein whether the game ticket is a winning
ticket is determined by:
removing the removable opaque coating of the game play area so that the first player
key is exposed; and
comparing the first player key with the second player key.

28. (Original) The method of claim 22, wherein
the game ticket is a winning ticket if the first player key matches the second
player key.
29. (Original) The method of claim 22, wherein
at least one of the first and second player key is a non-numeric and non-
alphabetic symbol.
30. (Original) The method of claim 22, wherein
at least one of the first and second player key is an alpha-numeric character.
31. (Original) The method of claim 22, further comprising:
providing a prize upon a tendering of a valid winning game ticket for
redemption.
32. (Original) The method of claim 22, further comprising:
providing a code within a third area of the game ticket to at least one of
authenticate and validate the game ticket, the code being concealed by the removable opaque
coating.
33. (Currently Amended) An article of manufacture comprising a computer-readable
medium having stored thereon instructions adapted to be executed by a processor, the
instructions which, when executed, define a series of steps to be used to control a method for
facilitating validation of a game ticket, the method comprising:
providing a ticket having a first and second indicia concealed by a removable
opaque covering, the first and second indicia each separately indicating to a player whether
the ticket is a winning ticket, the first indicia being located within a game play area and the
second indicia including a first player key located within the game play area and a second
player key located within a customer key area,
wherein, after the player removes the opaque covering from the first indicia,
whether the game ticket is a winning ticket is determinable by the player from the first
indicia, and

wherein, after the player removes the opaque covering from the second indicia, whether the game ticket is a winning ticket is determinable by the player from the first and second player keys in combination, but whether the game ticket is a winning ticket is not determinable from either of the player keys alone.

34. (Currently Amended) A method for facilitating the play of a game, comprising:

providing a game ticket to a player, the game ticket having

a first player key in a first area of a game ticket,

a second player key in a second area of the game ticket,

a game play area, the first player key and the game play area covered by a removable opaque covering;

receiving a tender of the game ticket for a prize; and

paying the prize to the player,

wherein, whether the game ticket is a winning ticket is determinable by the player based upon visual examination of game play area after the player removes the opaque covering from the game play area, and

wherein, whether the game ticket is a winning ticket is also determinable by the player, after the player removes the removable opaque covering from the first player key, based upon visual examination by the player of the first and second player keys in combination, but not from either of the player keys alone.

35. (Previously Presented) The method of claim 34, wherein the first player key by itself does not provide enough information to determine whether the game ticket is a winning ticket, and the second player key by itself does not provide enough information to determine whether the game ticket is a winning ticket.

36. (Previously Presented) The method of claim 35, wherein the game ticket is a scratch-off instant win lottery ticket.